AMENDMENTS TO THE CLAIMS

1.   (Currently amended) A system for synchronizing ~~the~~ playback of media content with other content or with host computer time information, the system comprising:

a web browser for providing a timing representation to each of a plurality of media ~~player~~ players;

a ~~media player~~ plurality of media players, each of the plurality of media players including a first interface for object management and a second interface for exchanging timing and synchronization information with the web browser; and

a player-hosting peer within the web browser for negotiating a playback state and a rendering status between the web browser and ~~the media player~~ each of the plurality of media players by exchanging, without user input, command and state change information between the web browser and each of the plurality of media players.

2.   (Currently amended) The system of claim 1 wherein the player-hosting peer issues commands to each of the plurality of the media ~~player~~ players.

3.   (Currently amended) The system of claim 2 wherein each of the plurality of the media ~~player~~ players notifies the player-hosting peer of ~~media player~~ state changes of the related media player.

4.   (Currently amended) The system of claim 1 wherein the second interface includes a playback state and a current playback time passed from each of the plurality of media ~~player~~ players to the web browser.

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5.   (Currently amended) The system of claim 4 wherein each of the plurality of player media players and the player-hosting peer jointly maintain the playing state and the current playback time.

6.   (Currently amended) The system of claim 1 wherein the second interface includes web browser time information and/or application time information passed from the web browser to each of the plurality of media player players.

7.   (Original) The system as in claim 1 wherein the player-hosting peer transitions through states including inactive, active, waiting for data, and out of sync.

8.   (Currently amended) The system of claim 7 wherein the player–hosting peer transitions from the inactive state to the active state upon receiving a media cued notification from at least one of the plurality of media player players.

9.   (Previously presented) The system as in claim 8 wherein the player-hosting peer transitions from the active state to the inactive state upon receiving a deactivate command from the web browser.

10.   (Previously presented) The system as in claim 8 wherein the player-hosting peer transitions from the active state to the inactive state upon receiving a change source command from the web browser.

11.   (Currently amended) The system as in claim 8 wherein the player-hosting peer transitions from the active state to the waiting for data state upon receiving a buffer empty notification from at least one of the plurality of media player players.

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12.   (Currently amended) The system as in claim 11 wherein the player-hosting peer transitions from the waiting for data state to the active state upon receiving a buffer full notification from at least one of the plurality of media player players.

13.   (Previously presented) The system as in claim 11 wherein the player-hosting peer transitions from the waiting for data state to the active state upon receiving a seek command from the web browser.

14.   (Original) The system as in claim 8 wherein the player-hosting peer transitions from the active state to the out of sync state upon detecting a sync lost condition.

15.   (Original) The system as in claim 14 wherein the player-hosting peer transitions from the out of sync state to the active state upon detecting a sync recovered condition.

16.   (Previously presented) The system as in claim 14 wherein the player-hosting peer transitions from the out of sync state to the active state upon receiving a seek command from the web browser.

17.   (Currently amended) The system as in claim 1 wherein each of the plurality of media player players transitions through states including no source, playing, seeking, and media done.

18.   (Currently amended) The system as in claim 17 wherein each of the plurality of media player players transitions from the no source state to the playing state upon completion of media cueing.

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19. (Currently amended) The system as in claim 18 wherein each of the plurality of media player players transitions from the playing state to the no source state upon receiving a change source command from the player-hosting peer.

20. (Currently amended) The system as in claim 18 wherein each of the plurality of media player players transitions from the playing state to the seeking state upon receiving a seek command from the player-hosting peer.

21. (Currently amended) The system as in claim 20 wherein each of the plurality of media player players transitions from the seeking state to the playing state upon completion of a seek operation.

22. (Currently amended) The system as in claim 18 wherein each of the plurality of media player players transitions from the playing state to the media done state upon receiving a stop command from the player-hosting peer.

23. (Currently amended) The system as in claim 22 wherein each of the plurality of media player players transitions from the media done state to the playing state upon receiving a start command from the player-hosting peer.

24. (Currently amended) The system as in claim 18 wherein each of the plurality of media player players transitions from the playing state to the media done state upon finishing media playback.

25. (Currently amended) The system as in claim 24 wherein each of the plurality of media player players transitions from the media done state to the playing state upon receiving a start command from the player-hosting peer.

26.	(Currently amended) The system as in claim 1 wherein each of the plurality of media player players notifies the player-hosting peer when media is ready for playback.

27.	(Currently amended) The system as in claim 1 wherein each of the plurality of media player players prepares for destruction upon receiving a deactivate command from the player-hosting peer.

28.	(Currently amended) The system as in claim 1 wherein each of the plurality of media player players changes from a first media source to a second media source upon receiving a change media source command from the player-hosting peer.

29.	(Currently amended) The system as in claim 1 wherein each of the plurality of media player players notifies the player-hosting peer of a buffer empty condition when media playback can not continue due to a media delivery problem.

30.	(Currently amended) The system as in claim 29 wherein each of the plurality of media player players notifies the player-hosting peer of a buffer full condition when the media delivery problem has been resolved and media playback can continue.

31.	(Currently amended) The system as in claim 1 wherein the player-hosting peer notifies each of the plurality of player media players that the media playback time is out of sync with time information maintained by the player-hosting peer.

32.	(Currently amended) The system as in claim 31 wherein the player-hosting peer notifies each of the plurality of player media players that synchronization has been regained between the media playback time and time information maintained by the player-hosting peer.

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33.   (Currently amended) The system as in claim 1 wherein the player-hosting peer passes commands from the web browser to <u>each of</u> the <u>plurality of</u> ~~player~~ <u>media players</u>, the commands including play, stop, pause, resume, and seek.

34.   (Currently amended) The system as in claim 1 wherein the player-hosting peer passes a seek command from the web browser to <u>each of</u> the <u>plurality of media</u> ~~player~~<u>players</u> to indicate that the player should jump to a specific time offset into media playback.

35.   (Original) The system as in claim 1 wherein the web browser is operating in a television set top environment.

36.   (Original) The system as in claim 1 wherein the other content includes advertising or other commercial content synchronized with at least one portion of the media content.

37.   (Original) The system as in claim 1 further comprising a proxy layer for passing synchronization information or commands or both synchronization information and commands between the browser and an external media player.

38.   (Original) The system as in claim 1 wherein the player-hosting peer implements an interface for providing access to timing information from the player-hosting peer.

39.   (Currently amended) A method of synchronizing <u>the</u> playback of media content with other content or with host computer time information, the method comprising the steps of:

providing a timing representation to <u>each of</u> a <u>plurality of</u> media ~~player~~ <u>players</u>;

providing a first media player interface for object management and a second media player interface for exchanging timing and synchronization information with a web browser;

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issuing commands from the web browser to <u>each of</u> the <u>plurality of</u> media ~~player~~ <u>players</u>, the commands being directed to media player operations other than, and in addition to, instantiation of the <u>plurality of</u> media ~~player~~ <u>players</u>; and

notifying the web browser of ~~media player state~~ changes <u>of the states of the plurality of media players</u>.

40.   (Currently amended) The method of claim 39 wherein the second media player interface includes a playback state and a current playback time passed from <u>each of</u> the <u>plurality of</u> media ~~player~~ <u>players</u> to the web browser.

41.   (Currently amended) The method of claim 40 wherein <u>each of</u> the <u>plurality of</u> media ~~player~~ <u>players</u> and the web browser both maintain the playing state and the current playback time.

42.   (Currently amended) The method of claim 39 wherein the second media player interface includes the host computer time information passed from the browser to <u>each of</u> the <u>plurality of</u> media ~~player~~ <u>players</u>.

43.   (Currently amended) The method of claim 39 wherein <u>each of</u> the <u>plurality of</u> media ~~player~~ <u>players</u> notifies the player-hosting peer when media is ready for playback.

44.   (Currently amended) The method of claim 39 wherein <u>each of</u> the <u>plurality of</u> media ~~player~~ <u>players</u> prepares for destruction upon receiving a deactivate command from the browser.

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45.   (Currently amended) The method of claim 39 wherein each of the plurality of media player players changes from a first media source to a second media source upon receiving a change media source command from the browser.

46.   (Currently amended) The method of claim 39 wherein each of the plurality of media player players notifies the web browser of a buffer empty condition when media playback can not continue due to a media delivery problem.

47.   (Currently amended) The method of claim 46 wherein each of the plurality of media player players notifies the web browser of a buffer full condition when the media delivery problem has been resolved and media playback can continue.

48.   (Currently amended) The method of claim 39 wherein the browser notifies the player that [[the]] media playback time is out of sync with time information maintained by the web browser.

49.   (Currently amended) The method of claim 44 wherein the web browser notifies each of the plurality of player media players that synchronization has been regained between the media playback time and time information maintained by the web browser.

50.   (Currently amended) The method of claim 39 wherein the command passed from the web browser to each of the plurality of player media players includes play, stop, pause, resume, and seek.

51.   (Currently amended) The method of claim 39 wherein the browser passes a seek command to each of the plurality of player media players to indicate that the player should jump to a specific time offset into media playback.

52.   (Original) The method of claim 39 wherein the other content includes advertising or other commercial content synchronized with at least one portion of the media content.

53.   (Currently amended) The method of claim 39 wherein <u>at least one of</u> the <u>plurality of</u> media <s>player</s> <u>players</u> is external to the web browser.

54.   (Currently amended) The method of claim 39 wherein the step of providing a timing representation to [[a]] <u>each of the plurality of</u> media <s>player</s> <u>players</u> further comprises the [[stop]] <u>step</u> of implementing an interface to provide access to timing information from the web browser.

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